



Attribute Dice: 12D

KNOWLEDGE 1D/4D

MECHANICAL 1D+1/3

PERCEPTION 1D/3D

STRENGTH 1D/3D

TECHNICAL 1D+1/4D

Special Abilities:

Moist Environments: In moist environments, Mon Calamari receive a +1D bonus for all *Dexterity*, *Perception*, and *Strength* tasks.

Dry Environments: In dry environments, Mon Calamari receive a -1D penalty for all *Dexterity*, *Perception*, and *Strength* tasks.

Amphibious: Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.

Story Factors:

Enslavement: Most Mon Calamari not directly allied with the Rebel Alliance are enslaved by the Empire, and the Empire has placed a high priority on the capture of any "free" Mon Calamari.

Move: 9/12 (walking); 8/10 (swimming)

Size: 1.3-1.8 meters tall

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